



CHARACTER NAME

CLASS & LEVEL

PLAYER

RACE

BACKGROUND

ALIGNEMENT

EXPERIENCE

PROFICIENCY BONUS

INITIATIVE

PASSIVE WISDOM

INSPIRATION

SENSES

STRENGTH

STR INT

DEX WIS

CON CHA

RESISTANCES

DEXTERITY

SAVING THROWS

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

WEAPONS

TOOLS & OTHERS

ARMOR

PROFICIENCIES

LANGUAGES

MAXIMUM HIT POINTS

AC

SPEED

TEMPORARY HIT POINTS

CURRENT HIT POINTS

DIE LVL USED

HIT DICE

EXHAUSTION

CONDITIONS

SUCCESSSES

FAILURES

DEATH SAVES

SPELL SAVE DC

ABILITY

SPELL ATTACK

RESOURCES

NAME

TO HIT

DAMAGE

TYPE

ATTACKS

NAME

TYPE

MAX

USED

REGAIN

LIMITED FEATURES & ACTIONS

SPELL NAME

RANGE

CAST TIME

DURATION

DESC.

SPELLS

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

SPELL SLOTS

RACIAL TRAITS

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL

LVL

CANTRIPS & SPELLS